

Amendments to the Claims:

The following listing of claims will replace all prior versions, and listings, of claims in the application:

1-30. (Canceled)

31. (Currently Amended) A game apparatus comprising:

an operation input section;

a character control section for controlling a character according to operation input to the operation input section by a player, the character being arranged in a game space;

a first generating section for generating game image data of the game space corresponding to a wide screen; and

a second generating section for extracting an area based on a moving direction or an eyes direction of the character in the game image data as game image data corresponding to a normal screen, from the game image data generated by the first generating section, to generate the game image data with no distortion corresponding to the normal ~~screen,screen~~

~~wherein the second generating section extracts an area corresponding to the character in the game image data, as the game image data corresponding to the normal screen, from the game image data generated by the first generating section.~~

32. (Currently Amended) The game apparatus as claimed in claim 31, wherein the second generating section extracts the game image data corresponding to the normal screen from the game image data generated by the first generating section such that the game image data corresponding to the normal screen has an area between one end of the normal screen and the character that is larger than an area between an other end of the normal screen and the character based on the moving direction or an eyes direction of the character in the game image data generated by the first generating section~~the second generating section extracts the~~

~~area corresponding to a position, a moving direction, or an eyes direction of the character in the game image data, as the game image data corresponding to the normal screen, from the game image data generated by the first generating section.~~

33. (Currently Amended) The game apparatus as claimed in claim 32, wherein the one end is an end of the normal screen on a side of moving direction of the character, and the second generating section extracts the game image data corresponding to the normal screenscreen, as the area corresponding to the moving direction of the character, from the game image data generated by the first generating section,section so that one range of the area on atthe side of the moving direction of the character is made to be larger than the other range of the area on a side opposite to the moving direction.

34. (Canceled)

35. (Previously Presented) The game apparatus as claimed in claim 31, further comprising a switching section for switching between the game image data generated by the first generating section and the game image data generated by the second generating section, to output either the game image data generated by the first generating section or the game image data generated by the second generating section.

36. (Previously Presented) The game apparatus as claimed in claim 35, wherein the switching section automatically switches the game image data to be outputted, according to a signal outputted from a predetermined display section.

37. (Previously Presented) The game apparatus as claimed in claim 35, wherein the switching section switches the game image data to be outputted, according to a type or a state of a progress of a game.

38. (Previously Presented) The game apparatus as claimed in claim 31, further comprising an adjusting section for adjusting a brightness of the game image data generated

by the second generating section, based on the game image data generated by the first generating section.

39. (Previously Presented) The game apparatus as claimed in claim 31, further comprising an external output section for outputting the game image data generated by the first generating section or the game image data generated by the second generating section, to a predetermined external display section connected to the game apparatus.

40-50. (Canceled)

51. (Currently Amended) A computer-readable storage medium storing a program for generating image data, the program comprising:

an operation input code;

a character control code for controlling a character according to operation input to the operation input code by a player, the character being arranged in a game space;

a first generating code for generating game image data of the game space corresponding to a wide screen; and

a second generating code for extracting an area based on a moving direction or an eyes direction of the character in the game image data as game image data corresponding to a normal screen, from the game image data generated by the first generating code, to generate the game image data with no distortion corresponding to the normal screen;

~~wherein the second generating code extracts an area corresponding to the character in the game image data, as the game image data corresponding to the normal screen, from the game image data generated by the first generating code.~~

52. (Currently Amended) The storage medium storing the program, as claimed in claim 51, wherein the second generating code extracts the game image data corresponding to the normal screen from the game image data generated by the first generating code such that the game image data corresponding to the normal screen has an area between one end of the

normal screen and the character that is larger than an area between an other end of the normal screen and the character based on the moving direction or an eyes direction of the character in the game image data generated by the first generating code~~the second generating code extracts the area corresponding to a position, a moving direction, or an eyes direction of the character in the game image data, as the game image data corresponding to the normal screen, from the game image data generated by the first generating code.~~

53. (Currently Amended) The storage medium storing the program, as claimed in claim 52, wherein the one end is an end of the normal screen on a side of moving direction of the character, and the second generating code extracts the game image data corresponding to the normal ~~screen~~screen, ~~as the area corresponding to the moving direction of the character,~~ from the game image data generated by the first generating ~~code~~code so that one range of the area on ~~at~~the side of the moving direction of the character is made to be larger than the other range of the area on a side opposite to the moving direction.

54-55. (Canceled)

56. (Currently Amended) A transmission medium transmitting a program for generating image data, the program comprising:

an operation input code;

a character control code for controlling a character according to operation input to the operation input code by a player, the character being arranged in a game space;

a first generating code for generating game image data of the game space corresponding to a wide screen; and

a second generating code for extracting an area based on a moving direction or an eyes direction of the character in the game image data as game image data corresponding to a normal screen, from the game image data generated by the first generating code, to generate the game image data with no distortion corresponding to the normal screen~~screen~~

~~wherein the second generating code extracts an area corresponding to the character in the game image data, as the game image data corresponding to the normal screen, from the game image data generated by the first generating code.~~

57. (Currently Amended) The transmission medium transmitting the program, as claimed in claim 56, wherein the second generating code extracts the game image data corresponding to the normal screen from the game image data generated by the first generating code such that the game image data corresponding to the normal screen has an area between one end of the normal screen and the character that is larger than an area between an other end of the normal screen and the character based on the moving direction or an eyes direction of the character in the game image data generated by the first generating code~~the second generating code extracts the area corresponding to a position, a moving direction, or an eyes direction of the character in the game image data, as the game image data corresponding to the normal screen, from the game image data generated by the first generating code.~~

58. (Currently Amended) The transmission medium transmitting the program, as claimed in claim 57, wherein the one end is an end of the normal screen on a side of moving direction of the character, and the second generating code extracts the game image data corresponding to the normal ~~screen, screen~~ as the area corresponding to the moving direction of the character, from the game image data generated by the first generating ~~code, code~~ code so that one range of the area on at the side of the moving direction of the character is made to be larger than the other range of the area on a side opposite to the moving direction.

59. (Canceled)